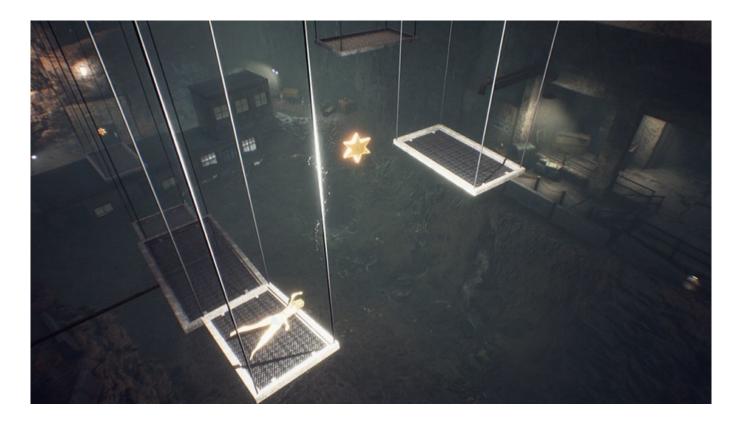
#### Doll Of Resurrection Cheat Code For Pc



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# **About This Game**

"This game represents the abandonment of objects against the arrogance of human beings."

She/it can be inflated to stand up, inflated to float, or deflate air through narrow gaps.

Little heart pricks your skin and flames.

Because it will explode her/it.

Collect as many stars as possible during the game.

It's a very difficult game.

Because in reality, an inflatable doll can be very difficult to resist.

So we tried to simulate real life as much as possible.

Let you experience what it's like to be a sex doll.

Title: Doll of Resurrection

Genre: Action, Adventure, Casual, Indie, RPG, Simulation

Developer: KX Games Publisher: KX Games

Release Date: 21 Sep, 2018

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## Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 7, Windows 8.1, Windows 10

**Processor:** Intel Core2 or better

Memory: 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 460

**DirectX:** Version 12

Network: Broadband Internet connection

Storage: 7 GB available space

English,Simplified Chinese







doll of resurrection ps4. doll of resurrection by kx games. doll of resurrection-hoodlum. doll of resurrection trailer. doll of resurrection gameplay. doll of resurrection steam. doll of resurrection. doll of resurrection pc. doll of resurrection pc gameplay. doll of resurrection youtube. doll of resurrection review. doll of resurrection game review. doll of resurrection pc full. doll of resurrection pc game

#### https:\/\voutu.be\/T7PHSgDHt7Y

Initially I bought this as more of a joke. I intended to have a laugh and stream the game\post it to Youtube. However, upon putting some time into it, I'm actually enjoying Doll of Resurrection as a whole. It look great visually (though some effects I do have gripes about), the physics are interesting (though the weight of the head against the rest of the deflated doll needs some fine tuning), and the music overall is just fun and sometimes softcore porn quirky.

If you have some money and want a surprisingly frustrating platforming style game that's a bit on the "trashy" side, Doll of Resurrection isn't a bad choice thus far. Hopefully the developer(s) address some of the issues in the game, maybe tighten some things up in area of effect from the doll being burned alive and what have you. If they do, this could be a one of the hidden indie gems on Steam. Even if they don't, this still stands as a fairly enjoyable little oddity for the price point listed V. Noooooooo no no no.

https:\/\www.youtube.com\/watch?v=PUpiqeAIvmo

or maybe yeeees yes yes yes??

https:\/\www.youtube.com\/watch?v=T2NO67cSvis. Picture Octo-Dad and Snake Pass - two physics based games where the goal is to get to the end of a level. Sometimes you're flopping around silly-style, but after getting the hang of things you're pretty in control.

You will not be in control with Doll of Resurrection.

I spent 20 minutes playing the game and that is all I need to see.

Level 2 begins the first obstacles, starting with going down a staircase where a corner of the staircase is removed. This is horrible. It appears as though you're only allowed 1 input every second, so you press W and it jolts your doll forward and you have no control over it until 1 second later; during this second, pressing any button at all does absolutely nothing. So trying to go around a corner and avoid the pit is a test of patience. It took me 3 minutes and 15-20 tries and absolutely none of it was fun. It was entirely luck that I FINALLY got around that corner.

Of course you also move really, really slowly. And now there's fire obstacles, and they're fast. So trying to go through the fire obstacles? Spam the W key a whole lot and hope your doll moves fast enough. Once again, it's almost entirely luck based whether or not you make it through the flames. Odds are you're going to get caught on something on the ground and won't make it - even if you otherwise would have. Again; really not fun.

Now for level 3 you get the ability to levitate! The picture on the loading screen clearly shows your doll inflated and levitating, but that's not what actually happens. Essentially, you jump - you don't actually levitate, your doll does not actually inflate. You need to spam left and right click to jump high. Upside though is that when you're in the air you move extremely fast! Out of control fast! And, oh, by the way, remember how you can only do an input once every second or so? Again, you have barely any control over your doll at all and most of the time a simple jump you're just going to completely miss.

I spent 10 minutes watching my doll fling herself around the water-pit room (touch the water = reset) and miss the simplest jumps every time because you have no control whatsoever over your doll. It's insane just how little control you have.

I would upload a video showing exactly what I mean, but for some reason the game didn't play nice with Shadowplay and I'm not doing that again.

## TL:DR

The controls absolutely ruin the game. It seems so simple and straight forward but you have no control over the doll whatsoever and it is not fun in any way. You aren't laughing at the physics, you aren't enjoying yourself like you would with Octo-Dad, you

are just angry that the controls are so bad you can't control what's going on. Either you move so slowly and get caught on absolutely everything, or you move so fast through the air and out of control that no matter what; you're just frustrated and unhappy. It is not fun, it is not funny, I do not recommend it., hey, for a very simple game its very good!, tl:dr version: I'll be brutally honest. I thought this was a trash-tier game, and it is a trash-tier game. But it actually has GAMEPLAY. Something that 99% of asset flips miss out on, or try to throw it under the carpet it in the hopes you wouldn't notice.

Gonna give it the benefit of the doubt here. I'll say it's a thumbs up when i dunno, I wish I could say I'm netural.

### Long version:

You'd think this is an asset flip. I thought it was an asset flip. But I'll be brutally honest with you. This game smells like an asset flip, but it's crafted in such a way that provides at least 10 minutes or more entertainment value. Hell, one level made me almost spend 90 minutes trying to beat it.

I got frustrated. Sometimes I even wanted to throw the game out the window. The physics went wacky or I just didn't git gud enough. But when I beat the level I had trouble with, it felt damn good. Even though I'm not the fastest platforming person out there, it still was a fun challenge. Music isn't too obnoxious either.

Overall verdict: A honest attempt at a game that has some fun gameplay. Would give it a 6\/10.

This game is so trash its fun. There's barely any levels in the game, but the levels feels endless as pretty much every obstacle feels impossible. The Game offers a bunch of fun a cool content in the trailer, but most of the levels and actions happening in the trailer are not in the actual game.

This game is a 2V10 for developers selling false products.

https:\/\www.youtube.com\/watch?v=LbHqPVsje0M&t. The Dark Souls of blow up dolls. Seriously, this game is both great and both obsurdly difficult.

I'll even give it a thumbs up with it's multiple lockups and unfairness, it was still a blast to play.

Grats dev! I want to see more!

If you need assistance in completion, I've taken the time to bash my head against a wall to complete it.

Video Guide: https:\/\/youtu.be\/IIhllQv8OYM

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